

Ambush!



Goblins ambush the party!

1 to 2 Heroes = 2 Goblins

3 to 4 Heroes = 3 Goblins

5 Heroes = 4 Goblins

Place the appropriate amount of Goblins on the squares furthest from the Heroes. The Goblins may attack immediately.

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Coin Purse



What luck!

You find a coin purse containing 15 gold coins.

Record the gold to your character sheet and shuffle this card back into the Journey deck.

Coin Purse



What luck!

You find a coin purse containing 25 gold coins.

Record the gold to your character sheet and shuffle this card back into the Journey deck.

Coin Purse



What luck!

You find a coin purse containing 50 gold coins.

Record the gold to your character sheet and shuffle this card back into the Journey deck.



Deathbringer



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	5	5	3	3

You come across the infamous Deathbringer. Place the enemy on the square furthest from the Heroes. Deathbringer may then immediately start their turn.

Reward: 1 Relic Coin

Goblin Bounty

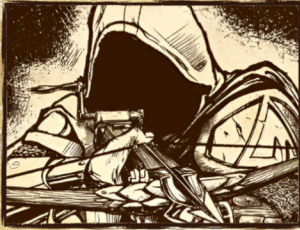


You come upon a bounty board declaring the extermination of all Goblins in the area.

While you are traveling the Open Road, each Goblin that is defeated rewards 25 gold coins.



Highway Tolls



You come across mercenaries demanding 20 gold coins from each party member. In order to pass the party must decide to pay the gold or attack them.

If you decide to attack, place 1 Crossbowman and 1 Swordsman on the squares closest to any Hero.

The Heroes have the element of surprise and may attack first.

Lunar Charm



As you are traveling the open road you find a Lunar Charm.

At any time you may reroll all the dice of any 1 roll. After it has been used you drop it and it becomes lost.

Shuffle the card back into the Journey deck after it has been used.

Mysterious Merchant



As you are traveling the open road, a mysterious merchant appears out of nowhere and offers to sell you a collection of items. Draw 4 cards at random from the Equipment deck or Lost Relics deck (the cards from the Equipment deck are offered at half price). Once all sales have been completed, the mysterious merchant vanishes as quickly as they had appeared.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Restful Camp



A safe night under the stars. Each Hero may recover 1 Body Point and 1 Mind Point.

Seperated



The Heroes become briefly seperated and each must face a different event.

Each Hero must draw 1 Journey card which applies to that Hero alone.

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Spellkeeper Crystal



You come upon a large crystal formation located on the side of the road. The crystals are radiating with magical energies.

All magic users recover all spells that have been cast while walking the open road or while on the next quest the first spell that is cast is not consumed.



Sudden Storm



Dark clouds gather without warning. Rain lashes the road, and thunder shakes the ground beneath your feet.

Driving wind and heavy rain slow your progress. The journey takes 1 additional day.

Traveling Swordsman



While traveling the open road you encounter a traveling Swordsman. The mercenary may be hired by any one Hero to accompany them on their next quest for the price of 50 gold coins.



The Journey



The Journey



The Journey



The Journey



The Journey



The Journey

